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FIG. 1A
Prior Art

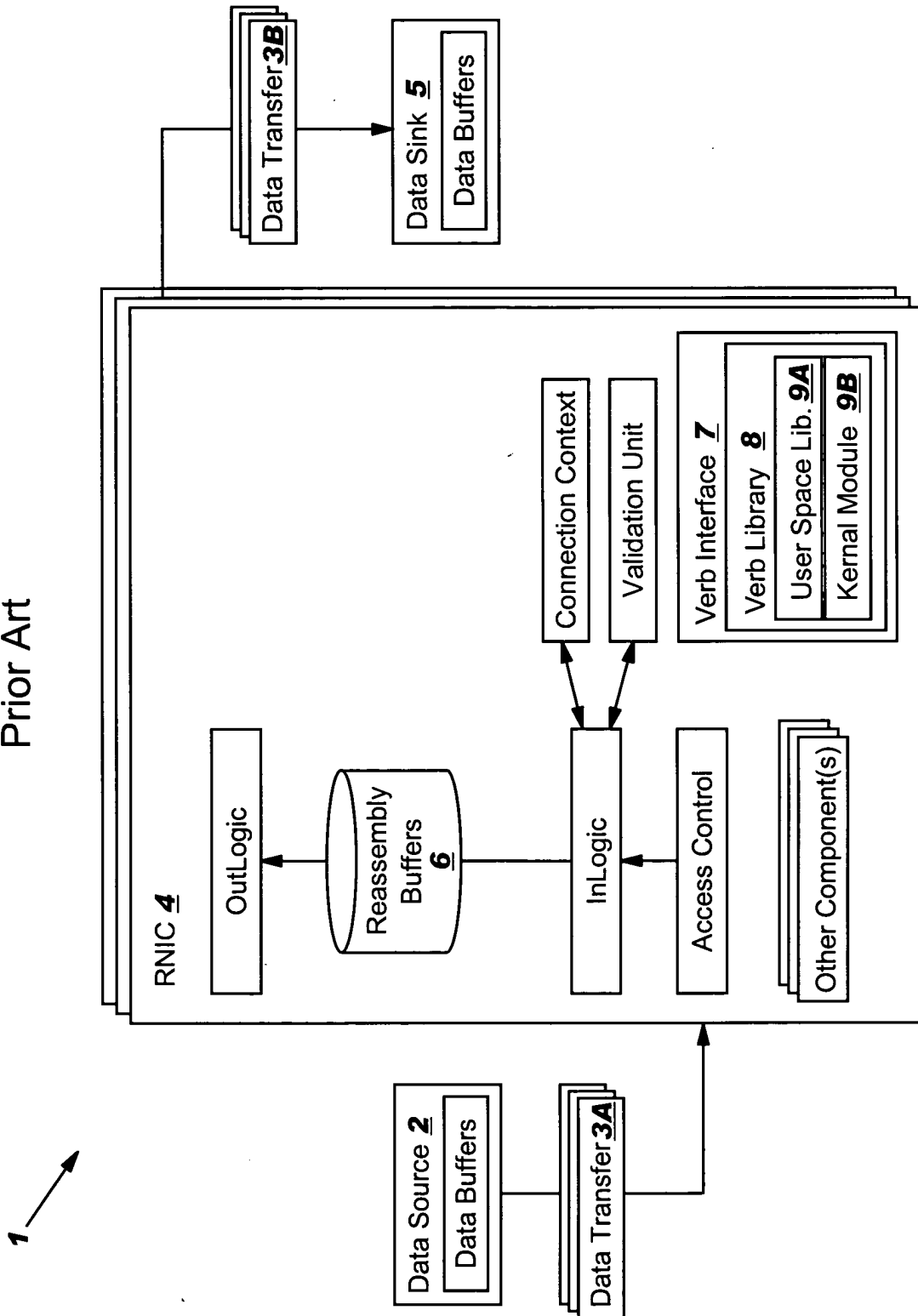
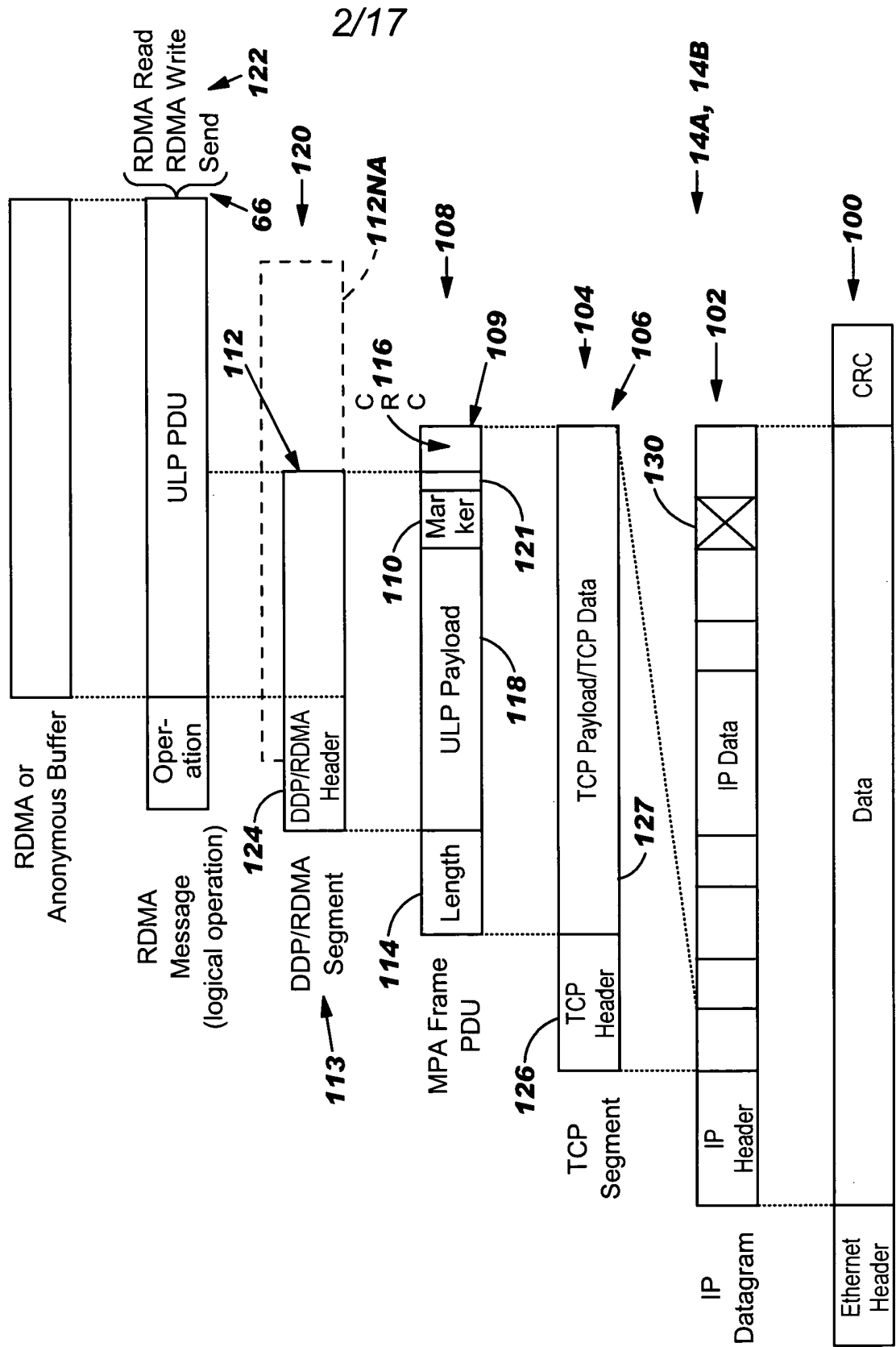
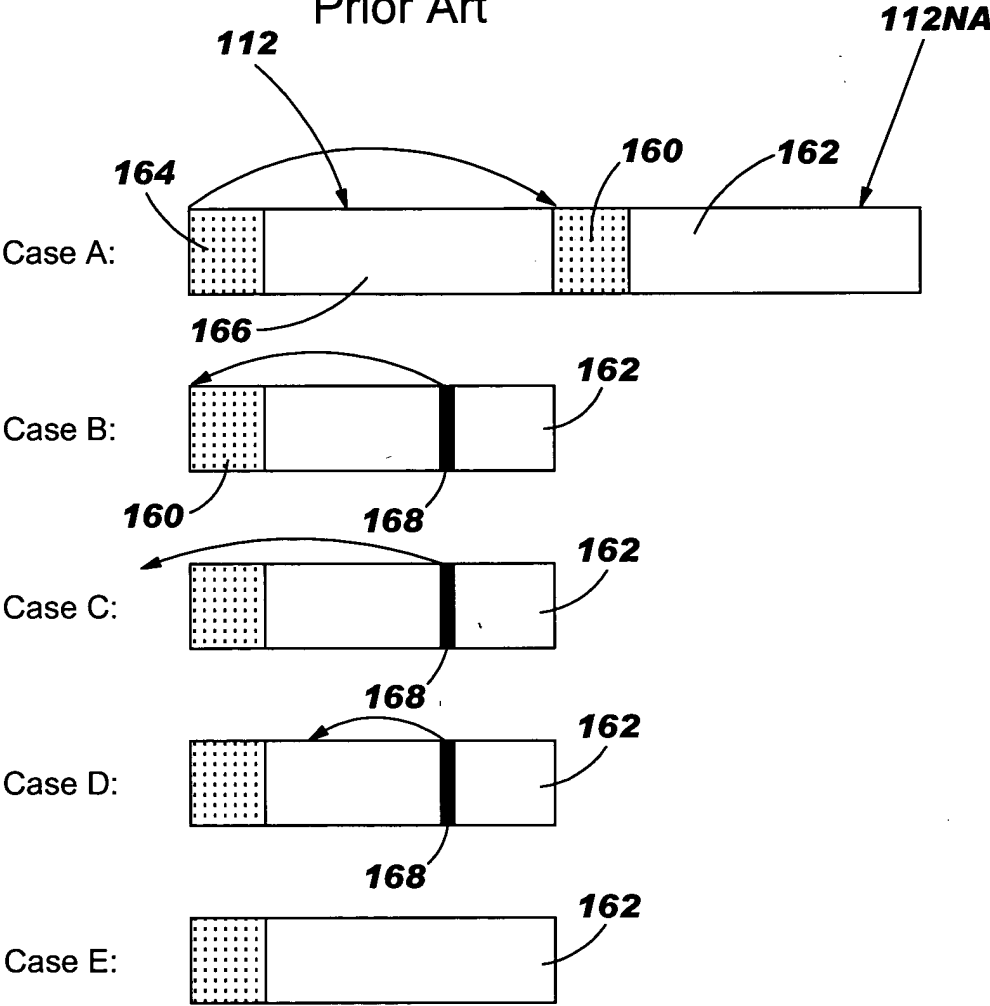


FIG. 1B
Prior Art



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FIG. 1C
Prior Art



Legend:
[White Box] DDP payload
[Dotted Box] DDP header
[Black Box] Marker

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FIG. 1D
Prior Art

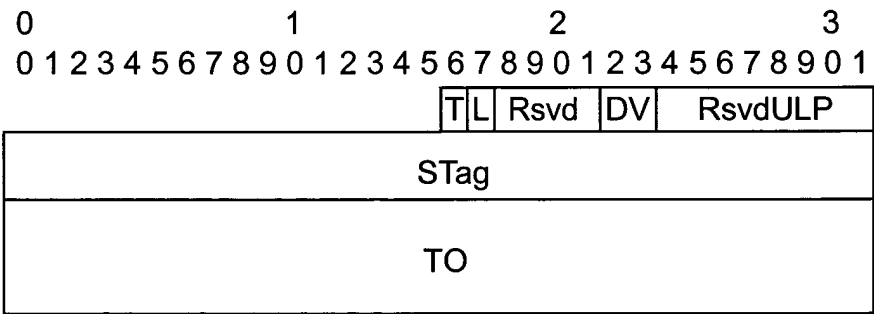
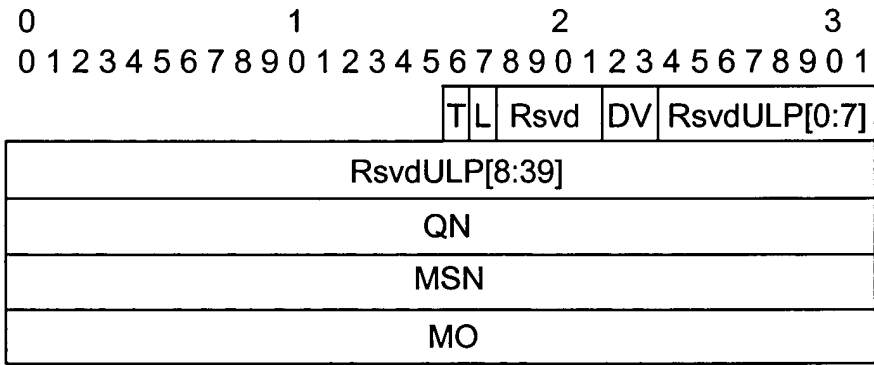
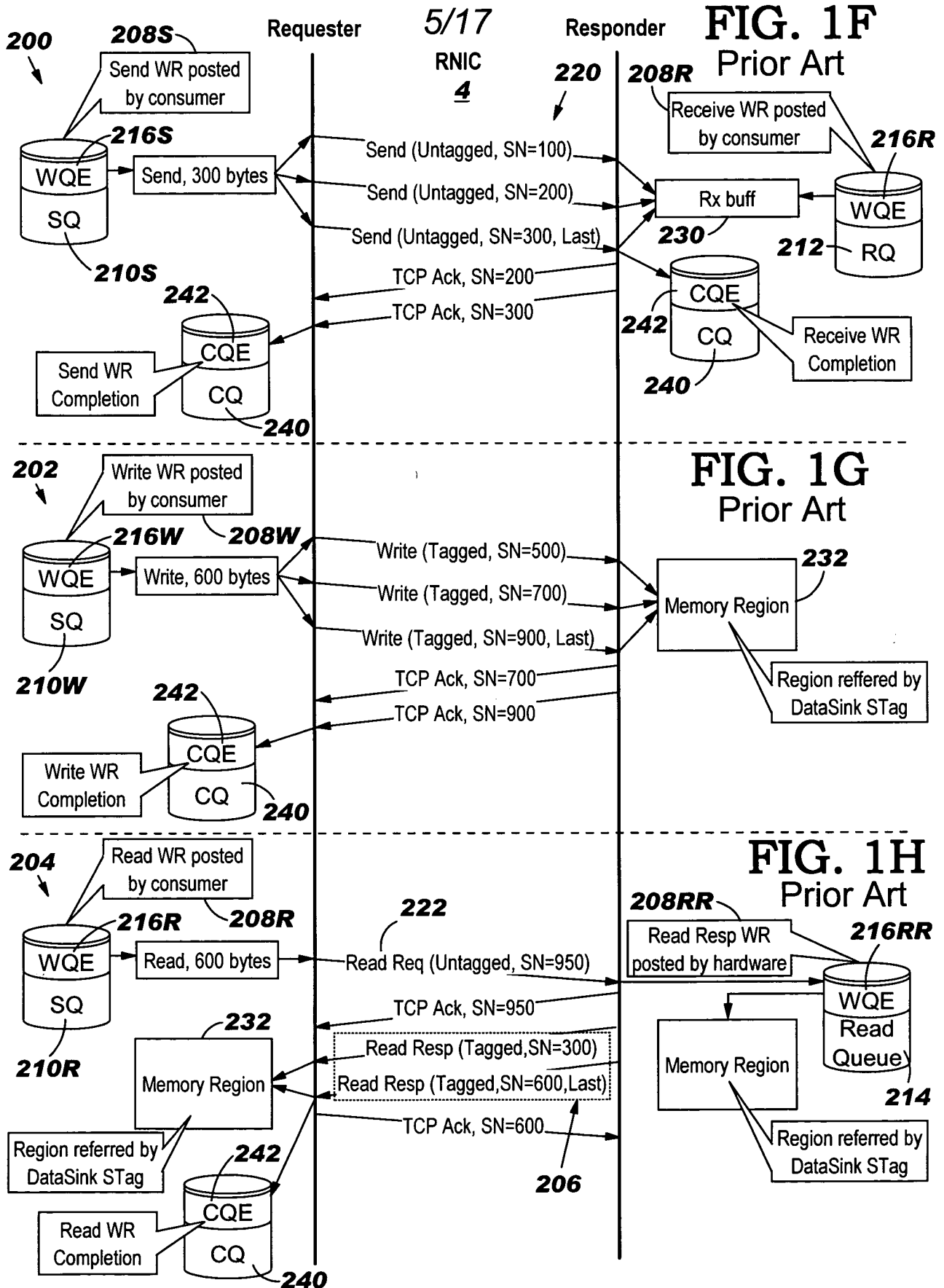


FIG. 1E
Prior Art





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FIG. 2A

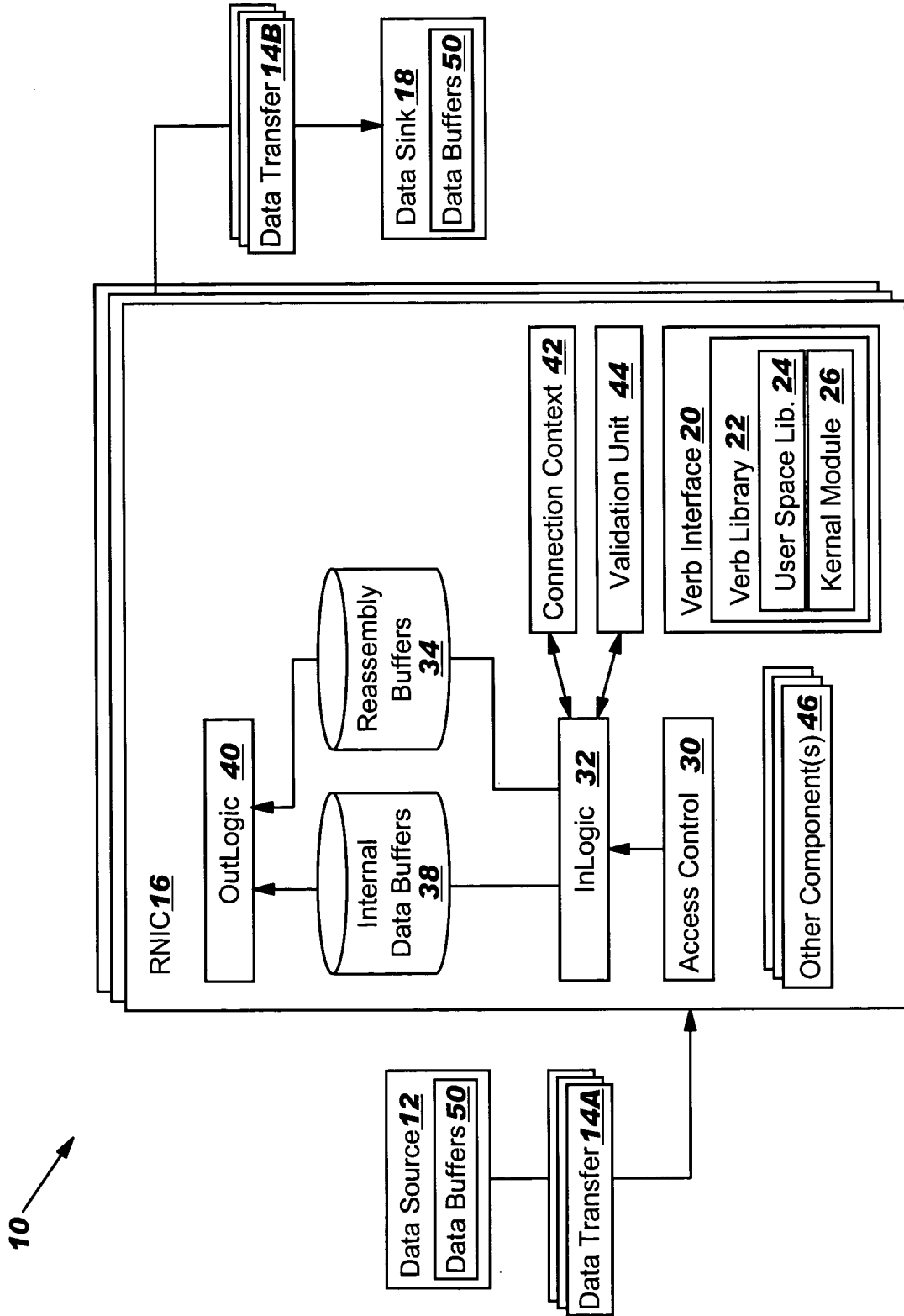


FIG. 2B

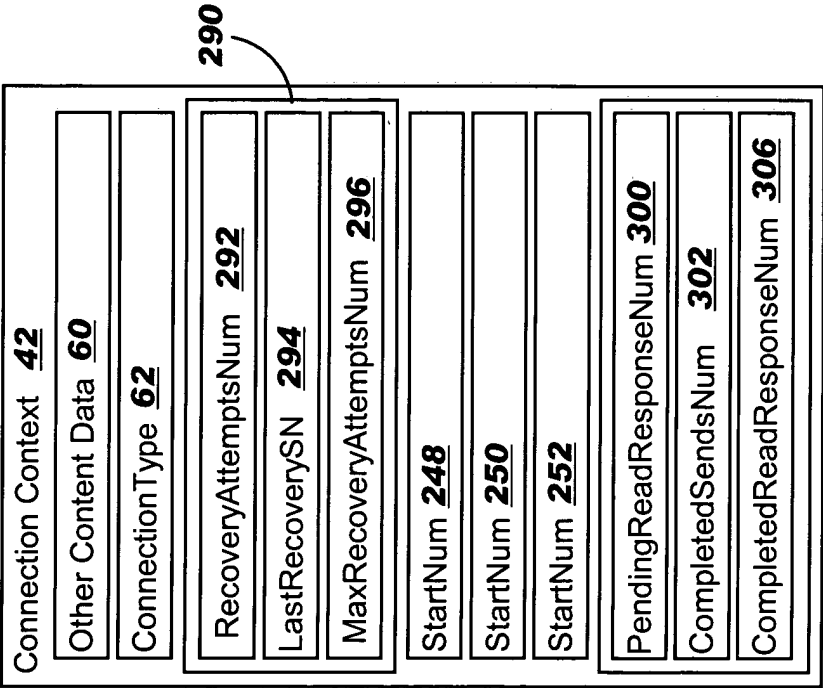
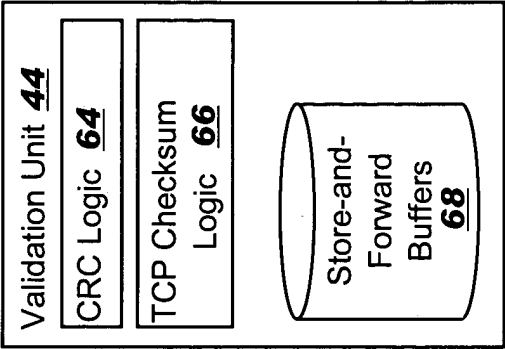
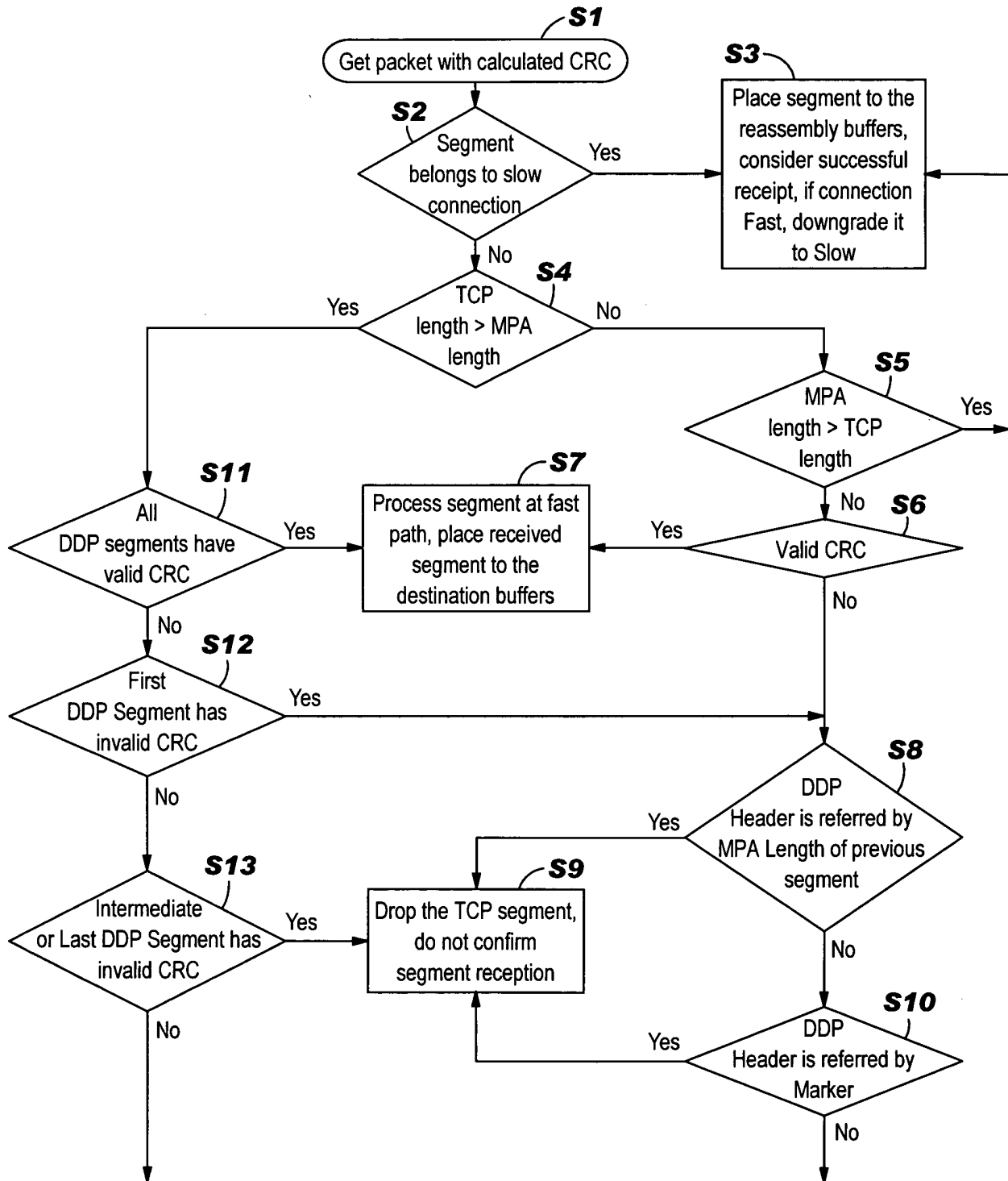


FIG. 2C

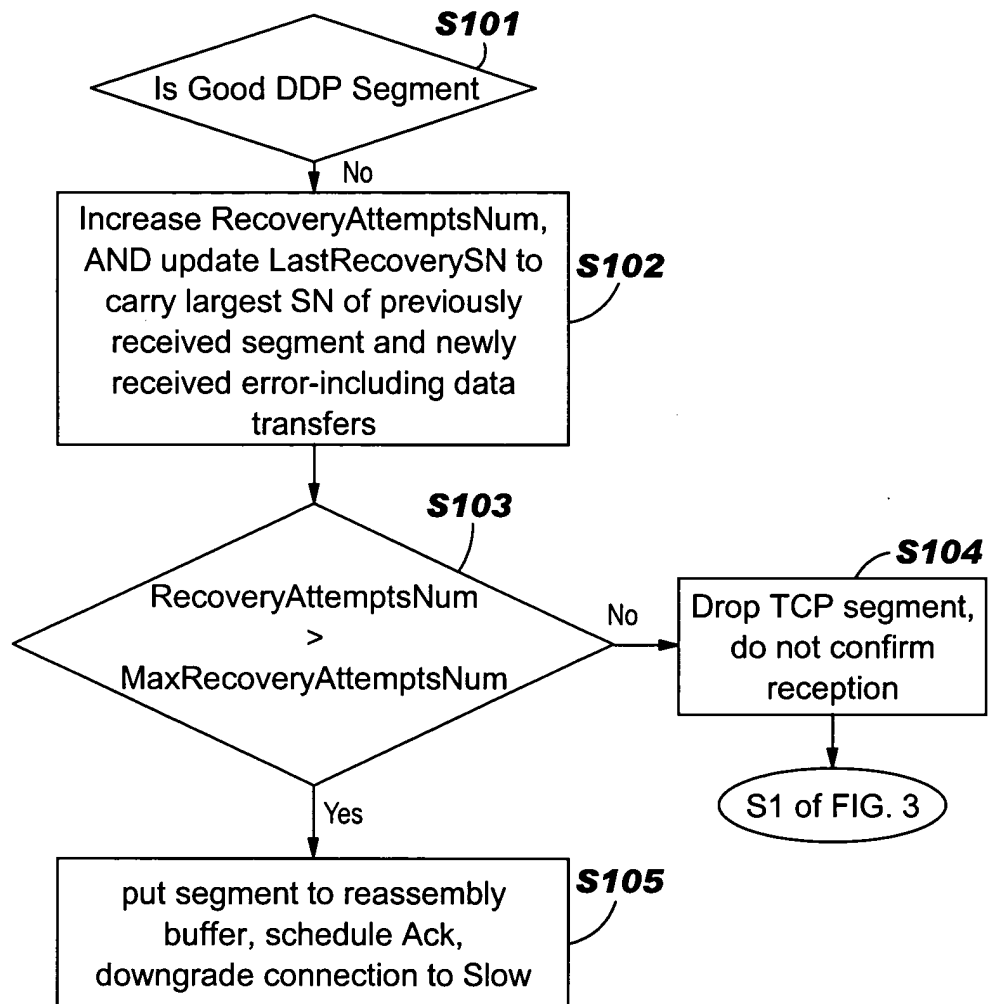
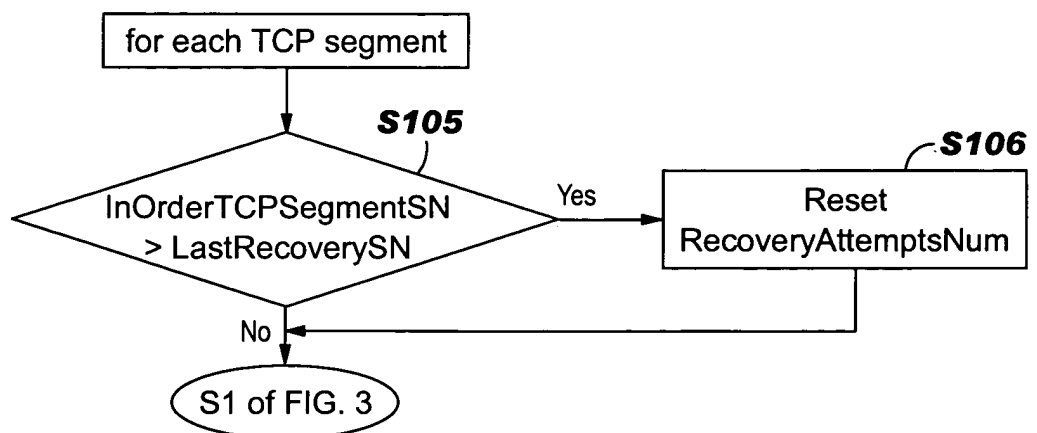


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FIG. 3

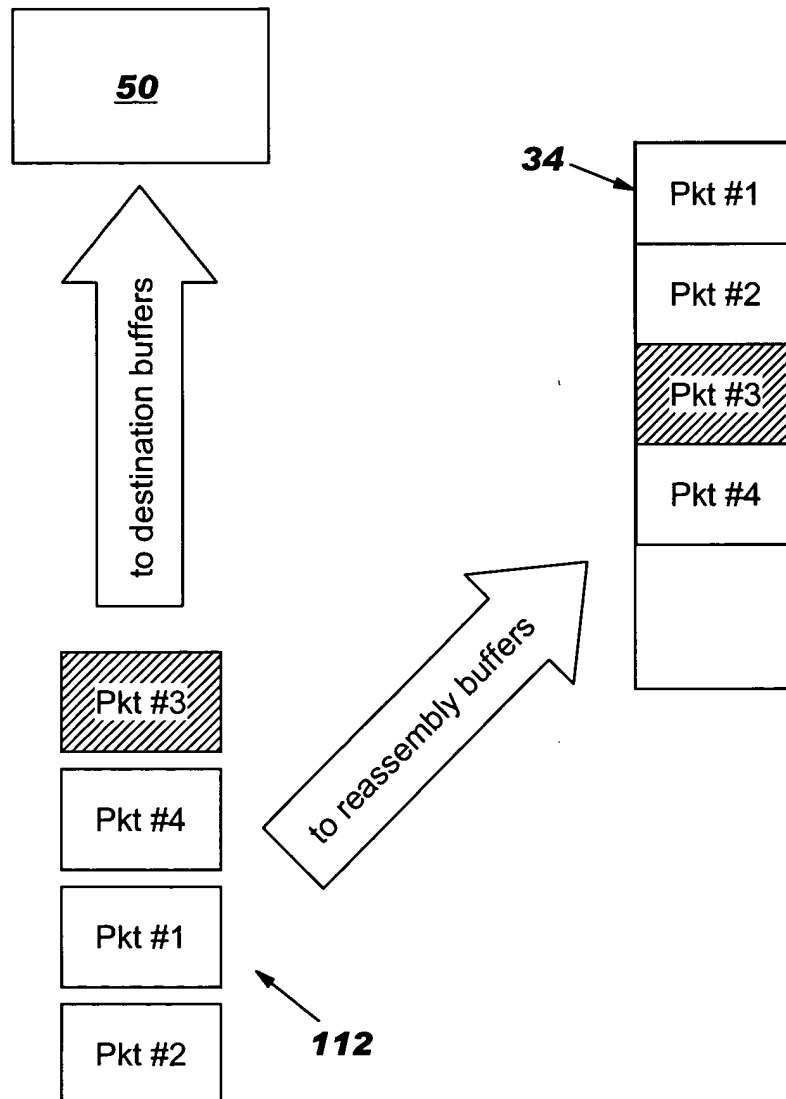


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FIG. 4A**FIG. 4B**

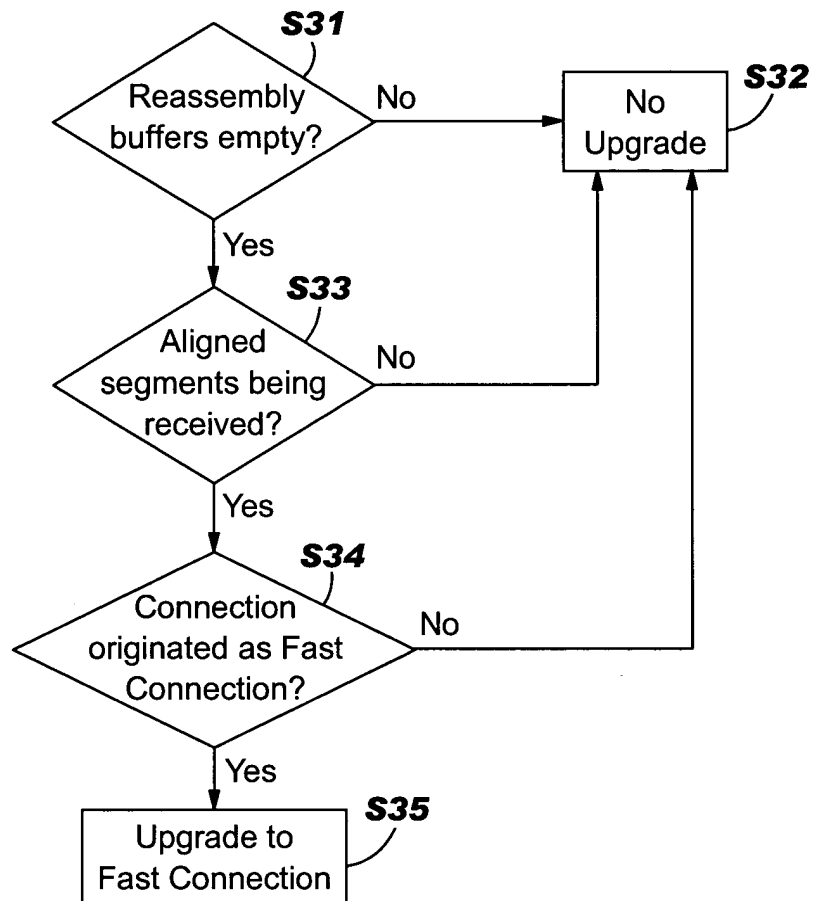
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FIG. 5



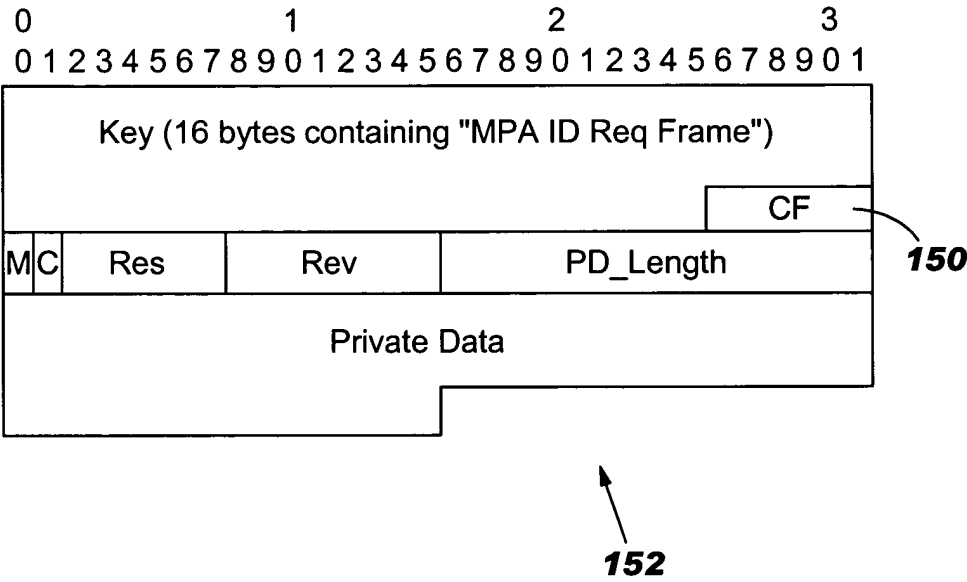
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FIG. 6



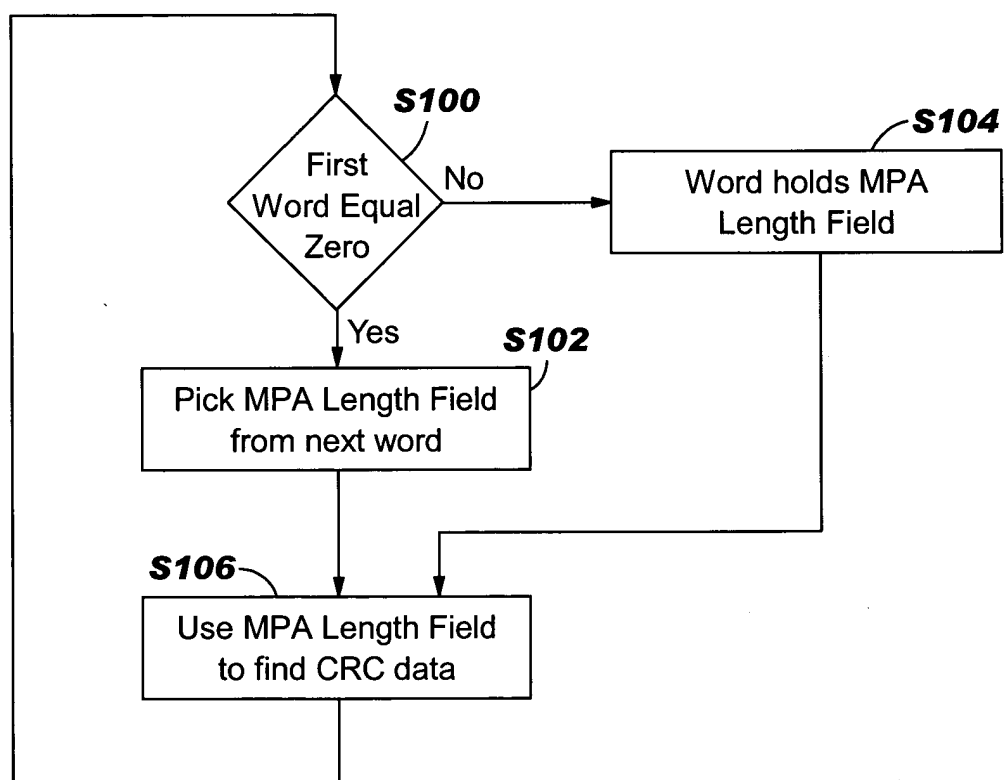
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FIG. 7

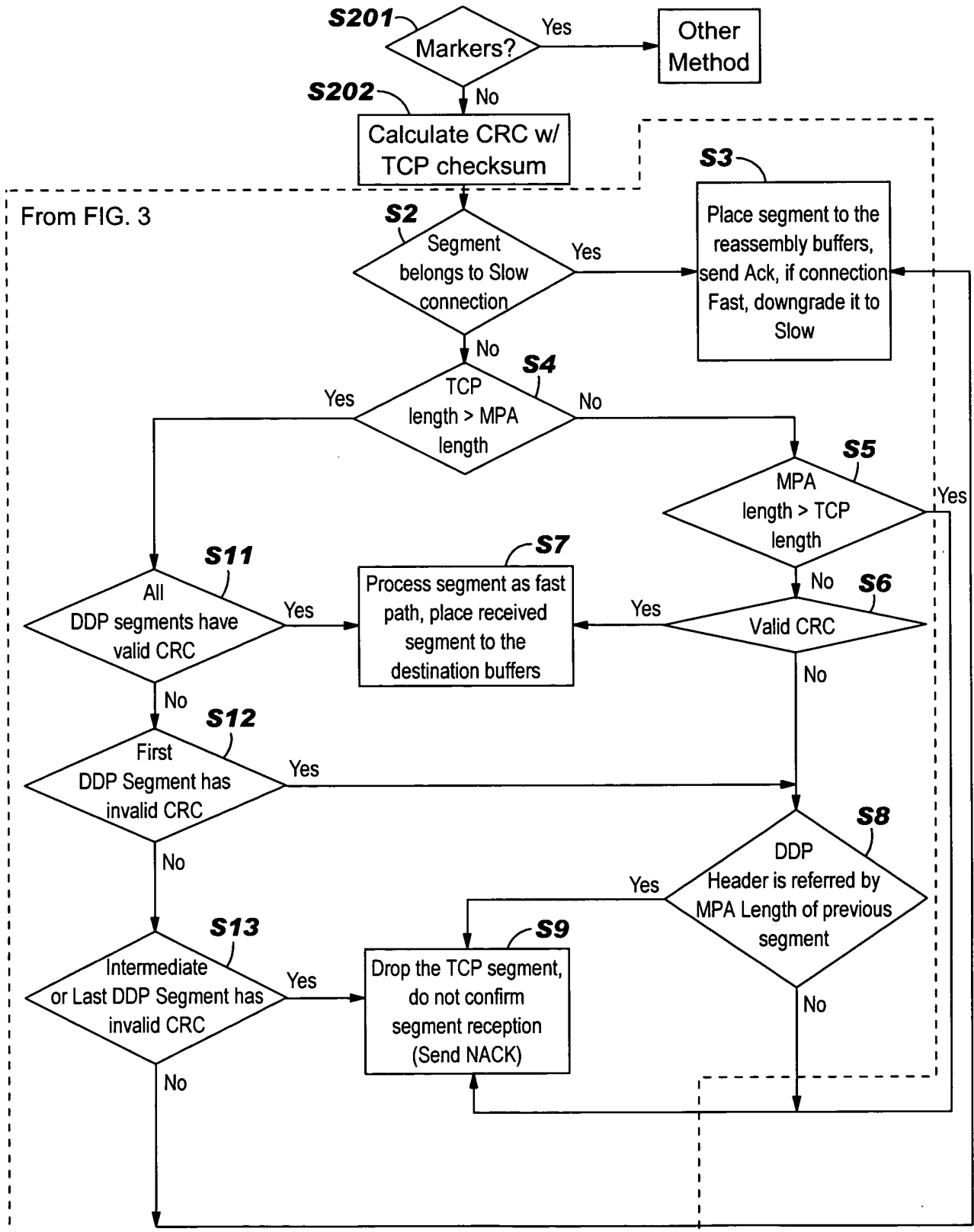


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FIG. 8

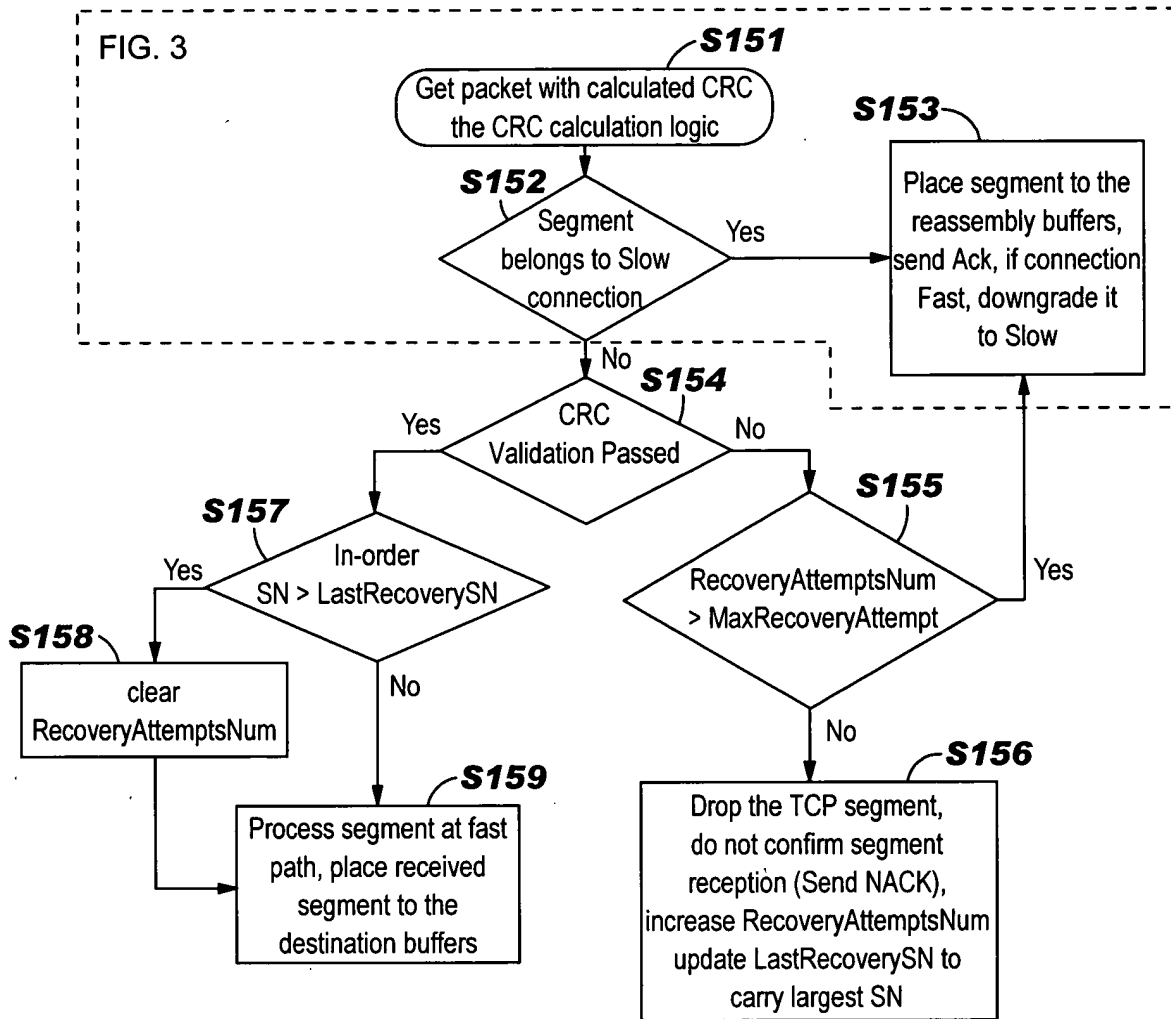


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FIG. 9

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FIG. 10



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FIG. 11

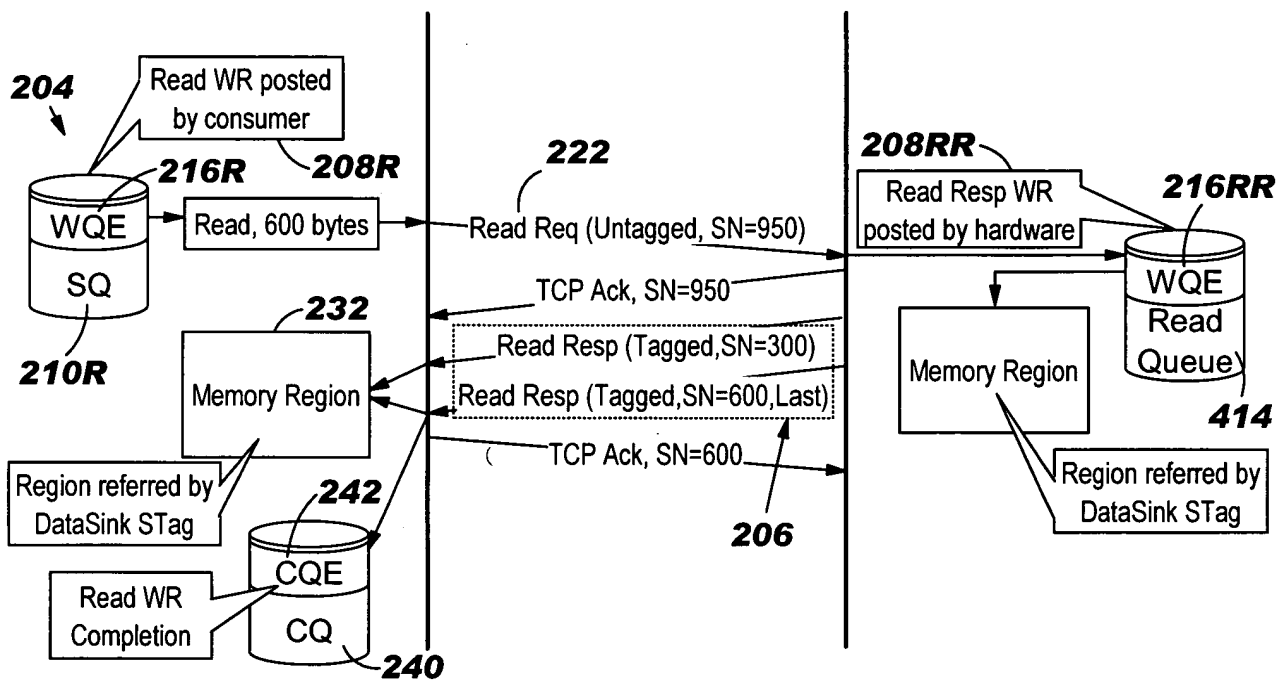


FIG. 12

The diagram illustrates a TCP buffer with segments 400 and 402. A legend indicates that segments with a dotted pattern are 'received WQE' and white segments are 'missing WQE'. The buffer is divided into three groups: 130A (segments 402, 400, 400, 402), 130B (segments 400, 400, 402), and 130C (segments 402, 402, 400). Pointers N2R_1, P2R_2, N2R_2, P2R_3, and N2R_4 are shown on the left, pointing to specific segments. The diagram shows that segments 402 are received, while segments 400 are missing.

Legend

- received WQE
- missing WQE

N2R_n - NextToReceive pointer of TCP hole #n
P2R_n - PreviousToReceive pointer of TCP hole #n

FIG. 13

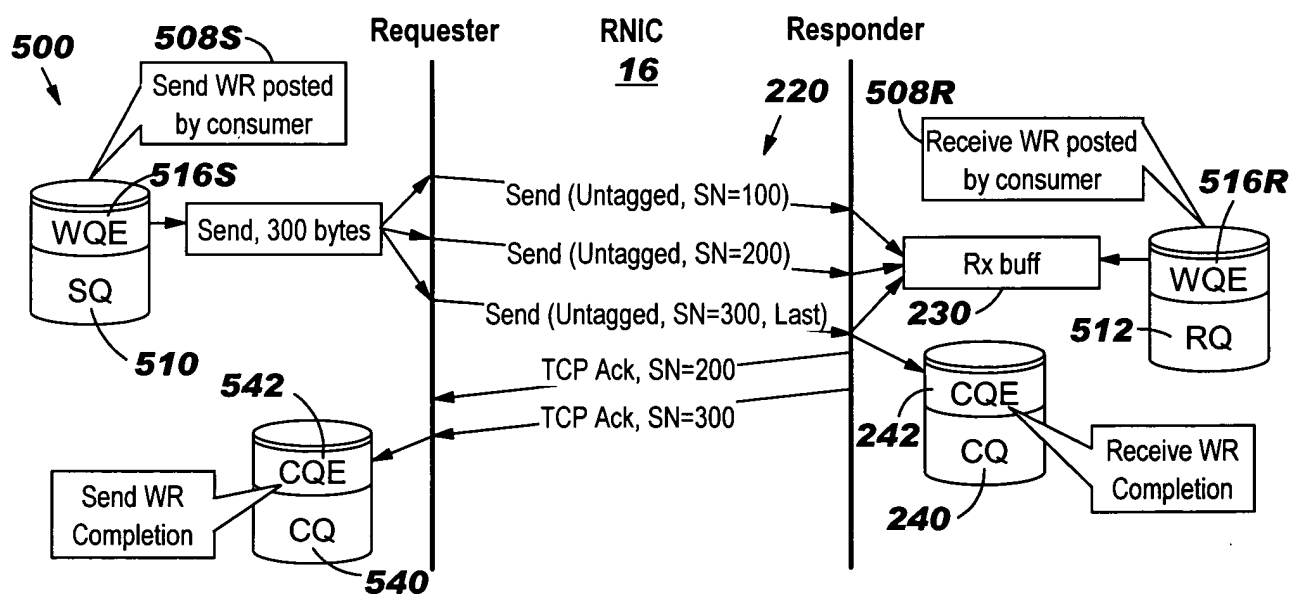


FIG. 14

